What Is Claimed Is:

1. An image processing apparatus for placing into predetermined positions multiple polygons, based on position information that places a reference polygon on a screen, and for mapping predetermined texture onto said polygons, wherein a game character comprises:

said reference polygon; and

component polygons that do not have articulating components relative thereto and comprising

a processor for computing said reference polygon based on said position information for said reference polygon on said screen, and computing said component polygons for said reference polygon.

2. An image processing apparatus for placing into predetermined positions multiple polygons, based on position information that places a reference polygon on a screen, and for applying predetermined texture onto said polygons and producing game characters, wherein features configuring game character expressions comprise:

multiple polygons provided with position data relative to a reference point and comprising

a processor for executing predetermined image processing, when altering facial expressions, only on polygons of features corresponding to altered expressions.

3. The image processing apparatus according to Claim 2, wherein said processor is capable of performing image processing independently on said polygons, through rotation,

enlargement, reduction, or movement.

4. A data processing apparatus for reading files from a storage medium, wherein files comprising a plurality of sectors are recorded on said storage medium;

read-out information on next file is written into a designated sector in each file; and

said processor comprises means for reading current files based on read-out information written to said predetermined sectors.

5. The data processing apparatus according to Claim 4, wherein said processor is configured so as to determine length of file being currently read out, up to next file, from read-out information stored in a predetermined sector in the file currently being read, and reads out sectors according to results of that determination, thereby reading said file from storage medium.

6. The data processing apparatus according to Claim 5, wherein said processor is configured so as to take in said designated sector of file being read and computes data length to next file, makes a comparison against a value counted by reading in current file data sector by sector, and terminates reading of said current file when those two values coincide.

7. The data processing apparatus according to Claim 4, wherein said processor is configured so as to take in said designated sector of file being read and holds leading sector number of next file, compares this held sector number against a sector number arrived at by sequentially reading in sectors

of current file, and terminates reading of said current file when those two numbers coincide.

8. The data processing apparatus according to Claim 4, wherein said processor is configured so as to take in said designated sector of file being currently read and holds number of sectors making up said current file, compares this held number of sectors against a number counted by sequentially reading in sectors of said current file, and terminates reading of said current file when those two numbers coincide.

9. The data processing apparatus according to any one of Claims 4 through 8, wherein said read-out information is written to leading sector of said current file.

10. A data processing apparatus comprising:

a processor for storing a plurality of dialogs corresponding, respectively, to a plurality of predetermined situations, monitoring progress of game, and when a predetermined situation occurs, selecting and outputting corresponding dialogs from the said stored dialogs;

an audio output apparatus for taking dialog data from said processor, converting them to audio signals, and outputting audio;

scene boxes to which are written various kinds of scene conditions conceivable for said predetermined situations, when they occur; and

text boxes in which are stored dialog numbers applicable to scenes corresponding, respectively, to said conditions in

said scene boxes; wherein said processor monitors progress of said game, acquiring predetermined conditions, uses those conditions to make scene box condition judgments and select proper text boxes, selects dialog numbers by random selection instructions from text boxes, and sends those numbers to said audio output apparatus.

11. A data processing apparatus comprising:

display means;

sound playback means; and

a game machine main unit for sending screens to be displayed on said display means and supplying sound signals; wherein:

said game machine main unit displays character strings of text characters, numbers, and symbols, etc., and comprises means for sending said sound signals for said text characters of said character strings one character at a time to said sound playback means.

12. The data processing apparatus according to Claim 11, configured such that, when inputting a character string, said display means can be made to display input characters, and input text characters can be played back as audio from said sound playback means.

13. The data processing apparatus according to Claim 11, wherein said stored character strings are displayed on said display means, and said characters in said character strings are played back as audio, character by character, from said sound playback means.

14. The data processing apparatus according to Claim 10, wherein said character strings are configured such that characters for which audio signals are generated can be discriminated.

15. A medium on which is stored a program for causing a computer to function as a processor and data system cited in any claim from Claim 1 through Claim 14.